

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A virtual room videoconferencing system for transporting packets of videoconferencing data, comprising:
 - a first and second computing device; said first computing device using a first protocol and said second computing device using a second protocol different from said first protocol, a first reflector connected to said first computing device and a second reflector coupled to said second computing device;
 - a video conference web server that is not a reflector coupled to said first and second computing devices and enabling the first and second computing devices to participate in a virtual room video conference, the video conference web server receiving requests for a videoconference from the first and second computing devices, establishing network connections for the first and second computing devices, and controlling the first and second reflectors;
 - a gateway coupled to the server and enabled by the server to contact the first computing device;
 - a communication path formed between the first and second reflectors for communicating video conference data.
2. (Previously presented) the system of claim 1 further comprising:
 - a packet wherein said packet travels to said first and second computing devices.
3. (Original) The system of claim 2 wherein said packet carries an audio signal.
4. (Original) The system of claim 2 wherein said packet carried a video signal.

5. (Original) The system of claim 4 wherein said video signal is compressed in an MPEG 2 format.

6. (Original) The system of claim 2 further comprising:
a user interface.

7. (Original) The system of claim 6 wherein said user interface is in a web browser.

8. (Original) The system of claim 3 further comprising:
one or more additional packets carrying audio signals to said first and second computing devices; and
an algorithm configured to determine a single packet from said packet and said one or more additional packets wherein said single packet has a largest audio magnitude.

9. (Currently Amended) A virtual room videoconferencing for transporting video conference data, comprising:

a first and a second computing device, said first computing device using a first protocol and said second computing device using a second protocol different from said first protocol;

a first encoder/decoder box connected to said first computing device, the first encoder/decoder box for encoding and decoding video conference data for the first computing device using said first protocol;

a first reflector connected to said first encoder/decoder box;

a videoconference web server that is not a reflector coupled to said first and second computing devices and enabling the first and second computing devices to participate in a virtual room video conference, the videoconference web server receiving requests for a videoconference from the first and second computing devices, establishing network connections for the first and second computing devices, and controlling the first and second reflectors;

said second computing device connected to said second reflector; and
a third computing device connected to said first and second computing devices for enabling conferencing independent of said first and second protocols.

10. (Previously presented) The system of claim 9 further comprising:
a packet wherein said packet travels to said first and second computing devices.
11. (Original) The system of claim 10 wherein said packet carries streaming video.
12. (Original) The system of claim 11 wherein said streaming video is used with a video player.
13. (Canceled)
14. (Previously presented) The system of claim 1 further comprising:
a shared desktop configured to be accessed by at least said first, and second computing devices.
15. (Previously presented) The system of claim 1 wherein said computing devices are Mbone clients, QuickTime clients, or H.323 clients.
16. (Currently Amended) A method for providing virtual room for transporting video conference data packets comprising:
connecting a first and second computing device to a first reflector and to a second reflector, said first computing device using a first protocol and said second computing device using a second protocol different from said first protocol;
transmitting a request from the first computing device to a video conference web server that is not a reflector to participate in a virtual room video conference;
transmitting from the web server to a gateway coupled to the web server and to the first computing device to enable the first computing device to communicate using the first

protocol, the video conference web server establishing network connections for the first and second computing devices, and controlling the first and second reflectors;

transmitting from the first computing device to the second computing device via the first and second reflectors.

17. (Previously presented) The method of claim 16 further comprising:
sending a packet to said first and second computing devices.
18. (Original) The method of claim 16 wherein said packet carries an audio signal.
19. (Original) The method of claim 16 wherein said packet carries a video signal.
20. (Original) The method of claim 19 wherein said video signal is compressed in an MPEG 2 format.
21. (Original) The method of claim 17 further comprising:
a user interface.
22. (Original) The method of claim 21 wherein said user interface is in a web browser.
23. (Original) The method of claim 18 further comprising:
carrying audio signals to said first and second computing devices by one or more additional packets; and
determining a single packet from said packet and said one or more additional packets wherein said single packet has a largest audio magnitude.
24. (Currently Amended) A method for providing virtual room for transporting video conference data, comprising:

connecting a first computing device to a first encoder/decoder box for encoding and decoding the video conference data for the first computing device;
connecting a first reflector to said first encoder/decoder box;
connecting a second encoder/decoder box to said second reflector; and
connecting the first and second computing devices to a video conference web server that is not a reflector to enable the first and second computing devices to participate in a virtual room video conference, using the video conference web server to establish network connections for the first and second computing devices, and to control the first and second reflectors;

connecting a second computing device using a second protocol independent of said first protocol to said second reflector, the second encoder/decoder box for encoding and decoding the video conference data for the second computing device.

25. (Previously presented) The method of claim 24 further comprising:
sending a packet to said first and second computing devices.
26. (Original) The method of claim 25 wherein said packet carries streaming video.
27. (Original) The method of claim 26 wherein said streaming video is used with a video player.
28. (Canceled)
29. (Previously presented) The method of claim 16 further comprising:
accessing a shared desktop with at least said first, and second computing devices.
30. (Previously presented) The method of claim 16 wherein said computing devices are Mbone clients, QuickTime clients, or H.323 clients.